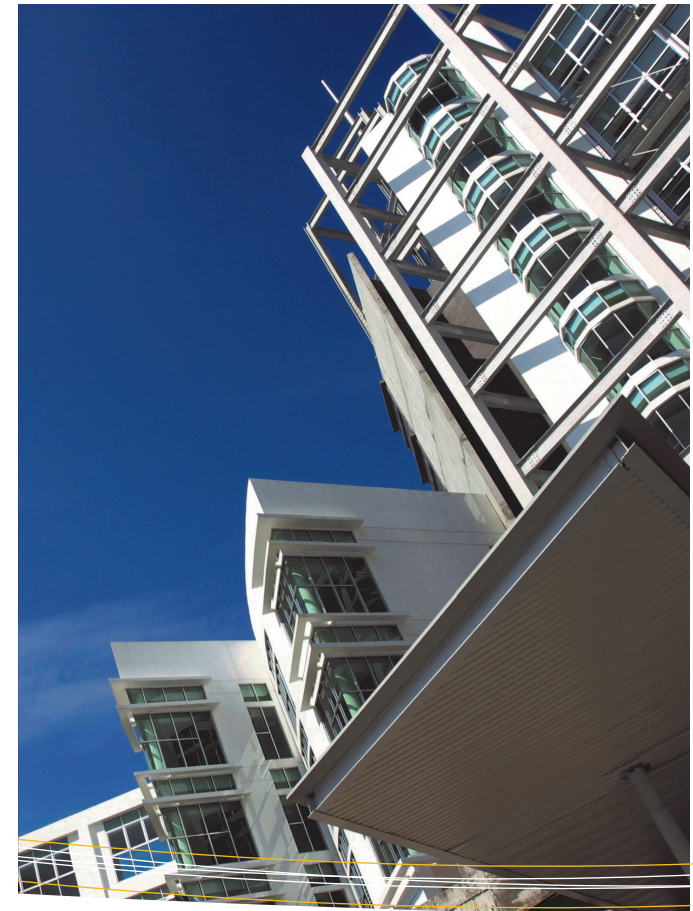


Career Prospect

This program offers a prospective career platform in multimedia computing. The technical competencies will make sure that the student will be ready to express themselves in a challenging world. Upon completion, the student will be qualified for a promising career in any ICT-related industry such as animation and mobile content creation.



Multimedia Computing Programme



Contact

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Faculty of **Computer Science** and
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Universiti Malaysia Sarawak



Introduction

Multimedia computing is a study on presentation, integration and computation of various media using computing techniques. This programme encompasses theory and application in multimedia computers interaction. The student will be introduced with a broad knowledge of multimedia systems implementation, both technically and non-technically.

This multi-disciplinary programme aims to produce students with extensive knowledge in multimedia computing technology. They will be equipped with high capability in developing various multimedia applications.

This program focuses on multimodal interaction techniques to create multimedia applications such as web-based and interactive virtual reality application. The student will also learn various skills such as critical and creative thinking.

Study Programme

Our courses of study are market-driven and tailored to the needs of the industry.

Some of the courses are:

- ~ Multimedia Technology
- ~ Multimedia Programming
- ~ Introduction to Computer Graphics
- ~ Web Based System Development
- ~ Computer Game Design and Development
- ~ Data Visualization
- ~ Interactive Multimedia Laboratory
- ~ Multimodal Interaction Technology
- ~ Digital Image Processing
- ~ Advanced Topics in Multimedia Computing


Other interesting courses include:

- ~ Ethics and Professionalism
- ~ Project Management



Student Activity

Your learning process is not limited to the lecture hall activity only. As a Multimedia Computing Programme student, you will have an opportunity to showcase your assignment or project through various platforms such as *Pertandingan Reka Bentuk Cerita Animasi Kanak-kanak (PERCAK)* and Interactive Multimedia Products Exhibition (IMPEX).



“Malaysia has the potential to tap at least one to two per-cent of the estimated US\$644 billion global market value in the creative multimedia industry in 2009.”

Source: BERNAMA News